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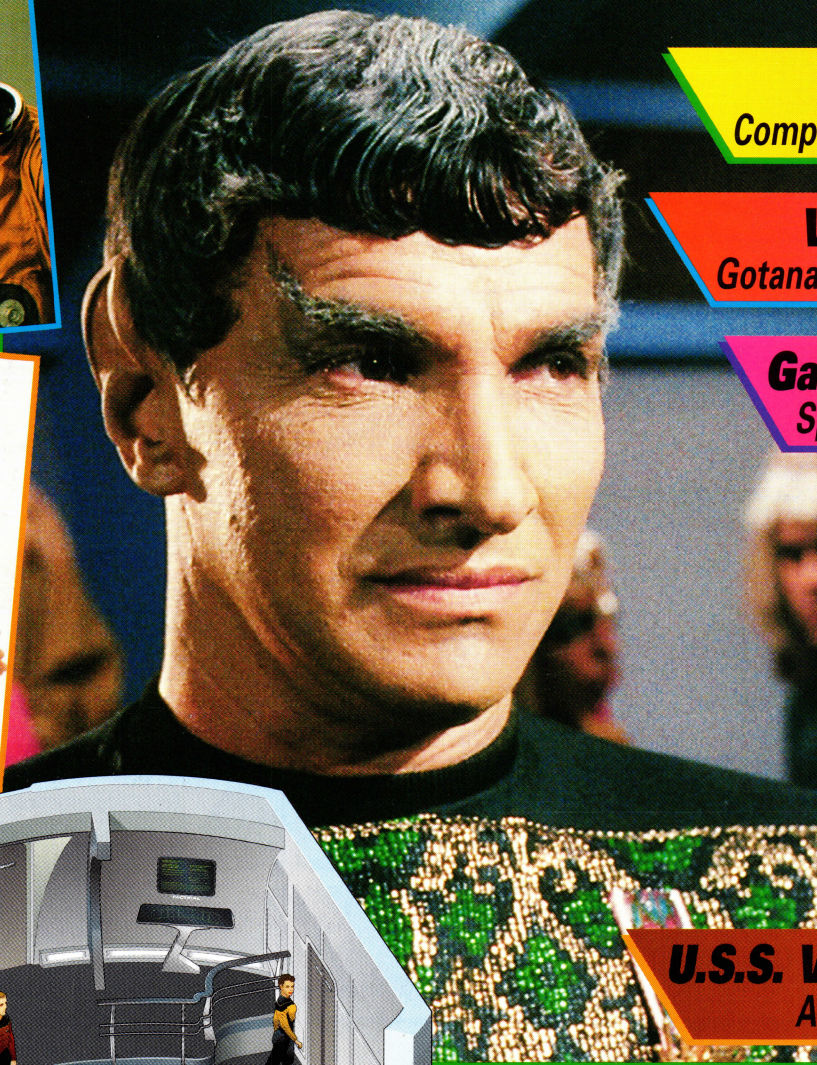
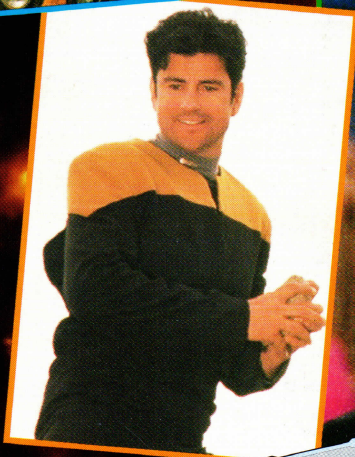


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FACT FILES 221



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U.S.S. STARGAZER NCC-2893

Exploring the bridge of Picard's first ship



TARESIAN VESSELS

Searching for Harry Kim

ISSN 1364-3983



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The Guide to the STAR TREK Galaxy

FILE 1 CARD 82

THE SAREK INDEX

Ambassador Sarek is one of the Federation's most renowned diplomats. For more than a century, his wisdom, serenity, and sense of logic result in many successful negotiations, but also serve to distance him from his equally legendary son, Spock.

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Sarek's Vulcan Heritage



Sarek's impassive reaction to the birth of his second son, **Spock**, is that the child is "so human."

FILE 45 CARD 1A

Vulcans



FILE 8 CARD 1

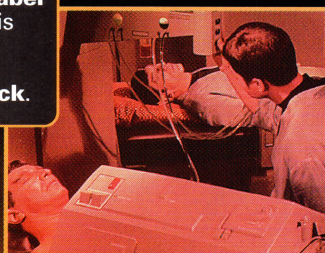
Like all **Vulcans**, **Sarek** represses his emotions in favor of logic.



Spock and Sarek

Sarek falls critically ill during a journey to the **Babel Conference** in 2267. He is saved by a blood transfusion from **Spock**.

FILE 43 CARD 4L



Sarek and his son, **Spock**, continue with their differences into the 24th Century. They are reconciled when Spock **mind-melds** with **Captain Jean-Luc Picard** in 2368.

"Secretly . . . I admired him . . . that proud core of him that would not yield . . ."

— Sarek talks of his son, Spock

Ambassador Sarek leads a distinguished diplomatic career throughout the 23rd and 24th centuries, culminating in an historic treaty with the **Legarans**, on which he has been working for 93 years.

Sarek

FILE 45 CARD 1

Amanda

FILE 44 CARD 6



Sarek's second wife is a human woman named **Amanda**. She knows that beneath Sarek's emotionless exterior, he loves her deeply.



THE SAREK INDEX

FILE 1 CARD 82

Kirk and Sarek



Sarek mind-melds with Admiral James T. Kirk in 2285 following the death of his son, Captain Spock. The ambassador believes that Spock has left his *katra* – his living spirit – in the mind of his close friend.

FILE 8 CARD 3

Vulcan Psychic Skills

FILE 43 CARD 3J

Sarek joins minds with Captain Jean-Luc Picard in 2366 in an effort to provide the ambassador with the emotional control he needs to complete his delicate negotiations with the Legarans.

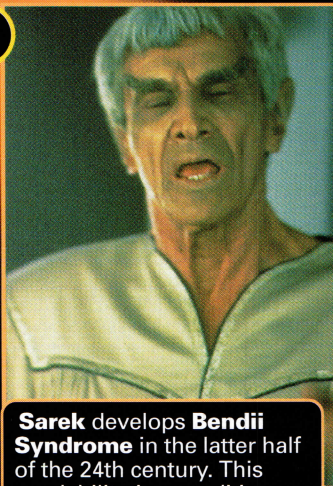
FILE 43 CARD 27A

Sybok



Sarek's first son, Sybok, is the result of a relationship between Sarek and a Vulcan priestess. Sybok is banished when he embraces his emotions.

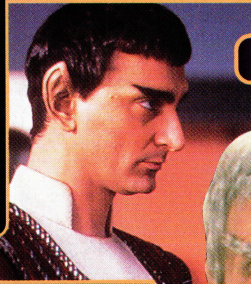
Captain Jean-Luc Picard



FILE 45 CARD 3

Sakkath is one of Sarek's aides. In 2368, he helps the ambassador with emotional control to counter the effects of Bendii Syndrome.

Sakkath



Perrin



Sarek marries Perrin in the 24th-century. She nurses him through the final stages of Bendii Syndrome.

Sarek develops Bendii Syndrome in the latter half of the 24th century. This debilitating condition robs its victims of their ability to maintain their emotional control.

Bendii Syndrome

Ambassadors

Sarek is joined at the historic Babel Conference in 2267 by representatives of many other species.



FILE 7 CARD 18B

SAREK STARSHIP LOG: Key episodes



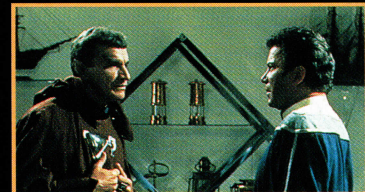
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FILE 69 CARD 70



'Unification' Part I
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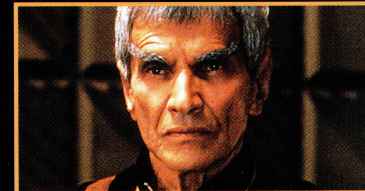
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FILE 77



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 18

AMBASSADORS



THE UNITED FEDERATION
OF PLANETS

The role of an ambassador is one of the most difficult careers to undertake, but there are many remarkable individuals who have taken up the post, both for the Federation and for other cultures, in an attempt to improve Galactic relations.

One constant found in the many species throughout the Galaxy is that they all employ a dedicated individual or team of individuals who are dispatched to peacefully negotiate disputes with other species.

The **United Federation of Planets** employs several notable ambassadors from its many member worlds – such as the renowned **Ambassador Sarek** of the planet **Vulcan** – who are held in such high regard by the

Federation President that they may even be called upon to provide counsel during meetings or briefings to decide future strategies.

In addition to the negotiating skills required by all ambassadors, there are many who possess the ability to read the thoughts of others, or detect their emotional state – a talent that provides them with a distinct advantage during any mediation. The most impressive trait any ambassador can possess is, nevertheless, the ability to remain calm in the face of a crisis.



▲ **Ambassadors must remain cordial with each other at all times, even when relations between their different species are somewhat strained.**

VES ALKAR

Ambassador **Ves Alkar** is a **Lumerian**, and is notable for his empathic abilities. Alkar surreptitiously uses his powers to transfer his negative emotions onto other people, therefore giving him the emotional strength to cope with even the most difficult of disputes. Those who receive these emotions suffer from accelerated aging and severe personality disorders, ultimately leading to death. When **Sev Maylor** dies as a result of Alkar's abuse, **Dr. Beverly Crusher** of the **U.S.S. Enterprise NCC-1701-D** uncovers his plans in time to prevent **Counselor Deanna Troi** from suffering the same fate.

POSTING: FEDERATION MEDIATOR
STARSHIP LOG: 'MAN OF THE PEOPLE' (TNG)



▲ **Ves Alkar is one of the Federation's most respected ambassadors, until it is discovered that he has used a number of women as receptacles for his unwanted emotions.**

BRIAM

Ambassador **Briam** is a representative of the **Krios** government. In 2368, he is assigned to the historic **Ceremony of Reconciliation** between **Krios** and the **Valt Minor** system. He is selected to escort **Kamala**, who is to be married to **Chancellor Alrik** of **Valt Minor** in order to seal the peace treaty. During the proceedings, Briam is injured by a **Ferengi**, but **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** is able to step in and take his place.



▲ **Briam is injured by a Ferengi while en route to the Valt Minor system aboard the U.S.S. ENTERPRISE.**

▲ **Ambassador Briam is selected to escort Kamala to her wedding to Chancellor Alrik in the Valt Minor system.**



POSTING: KRIOS
STARSHIP LOG: 'THE PERFECT MATE' (TNG)

BYLETH

Byleth is one of the **Iyaaran** ambassadors who are assigned to undertake **First Contact** with the **United Federation of Planets** in 2370. The ambassador is assigned to experience antagonism, and manages to accomplish this by provoking **Lt. Worf**.

▶ **Ambassador Byleth succeeds rather too well at his assigned task aboard the U.S.S. ENTERPRISE NCC-1701-D. Lt. Worf becomes increasingly angered at his irritable behavior, ultimately leading to him attacking Byleth during a poker game – just as the ambassador hoped he might.**

POSTING: U.S.S. ENTERPRISE
NCC-1701-D
STARSHIP LOG: 'LIARSONS' (TNG)





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FILE 7

CARD 18

AMBASSADORS



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OF PLANETS

CAITHLIN DAR

Romulan ambassador assigned to the **Paradise City** colony on **Nimbus III**. She is convinced that the project was still the center of Galactic peace, despite having failed for the past two decades. When **Sybok** arrives on his quest for the mythical planet **Sha Ka Ree**, Dar falls under his spell and joins his quest for the planet.



▲ *The beautiful Caithlin Dar is the most recent member of the ambassadorial delegation to arrive on Nimbus III.*

◀ *Along with her fellow ambassadors, St. John Talbot and General Korrd, Caithlin Dar is quick to join forces with the enigmatic Vulcan Sybok on his quest for Sha Ka Ree.*

POSTING: NIMBUS III
STARSHIP LOG: 'STAR TREK V: THE FINAL FRONTIER'

E'TYSHRA



▲ *E'Tyshra negotiates peace between the T'Lani and Kellerun.*

POSTING: T'LAN
STARSHIP LOG: 'ARMAGEDDON GAME' (DS9)

Ambassador E'Tyshra is the T'Lani delegate who, along with her Kellerun equivalent Ambassador Sharat, negotiates peace between the two races in 2370. She is also involved in the murders of all personnel who have knowledge of the deadly **harvester nanobioweapons** that were used in the war.

HAWKINS

The Federation ambassador to the planet **Mordan IV**. Hawkins is taken hostage by a group of dissident terrorists in 2364, but is later released unharmed.

POSTING: MORDAN IV STARSHIP LOG: 'TOO SHORT A SEASON'

CURZON DAX

Curzon Dax is a noted diplomat and one-time Federation Ambassador to the Klingon homeworld, **Qo'noS**. Dax's respect from his Klingon colleagues is helpful when he mediates the **Khitomer** talks in 2293, bringing the **Klingon Empire** and the Federation closer together.

Dax also serves as a Federation mediator on **Klaestron IV** during that planet's civil war in the 2330's – a position made more complex by his affair with **General Tandro's** wife, **Enina**.

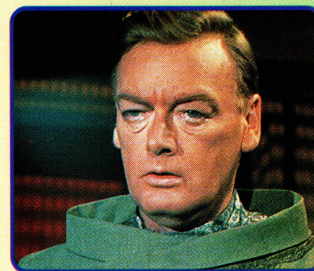
▶ *Curzon Dax's illustrious career comes to an end while receiving jamaharon on the planet Risa in 2267. The Dax symbiont is subsequently transplanted into Jadzia.*

POSTING: NUMEROUS
STARSHIP LOG: 'EMISSARY' (DS9)



FOX

In 2267, Ambassador Fox travels aboard the **U.S.S. Enterprise NCC-1701** on a diplomatic mission to establish contact with the planet **Eminiar VII**. When it is learned that Eminiar has been embroiled in a lengthy, ongoing war with its neighboring planet, **Vendikar**, the ambassador disregards a warning signal and offers his services as a mediator in the dispute.



POSTING: EMINIAR VII
STARSHIP LOG: 'A TASTE OF ARMAGEDDON' (TOS)

▲ *Ambassador Fox is declared a casualty of war after a simulated attack by Vendikar.*

GAV

This distinguished ambassador is murdered en route to the **Babel Conference** by the **Vulcan** technique of **tal-shaya**.



POSTING: TELLARAAN
STARSHIP LOG: 'JOURNEY TO BABEL' (TOS)



▲ *Gav enjoys all of the luxuries available to him at an ambassadorial reception aboard the U.S.S. ENTERPRISE NCC-1701.*

◀ *Gav's life is cut short during the journey to the Babel Conference in 2267. His murderer is initially believed to be Ambassador Sarek, but is later found to be part of an Orion plot.*



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OF PLANETS

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FILE 7 CARD 18A

AMBASSADORS



THE UNITED FEDERATION
OF PLANETS

K'EHLEYR

K'Ehleyr is a half-human, half-Klingon, and serves as **Federation** special emissary to the **Klingon Empire** when it is under the **K'mpec** government. K'Ehleyr is the ex-lover of **Lt. Worf** of the **U.S.S. Enterprise NCC-1701-D**, and the mother of his child, **Alexander**. She is instrumental in helping the poisoned **K'mpec** to appoint **Captain Jean-Luc Picard** as his **Arbiter of Succession**. K'Ehleyr uncovers evidence that **Duras** is responsible for the poisoning of K'mpec, and she is subsequently murdered by Duras.



K'Ehleyr helps with the I.K.S. T'ONG sleeper ship crisis, and is romantically linked with Lt. Worf.

POSTING: KLINGON EMPIRE
STARSHIP LOG: 'THE EMISSARY' (TNG)

KELL

Kell is a special emissary from the **Klingon High Command**. He is secretly a **Romulan** operative, and he tries to use his position to instigate distrust between the **Federation** and the Klingon government, following an attempted revolt on **Krios** in 2367. Kell and his associates later kidnap **Lieutenant Geordi La Forge** and use an **E-Band transmitter** to send signals directly to him in an attempt to assassinate **Klingon Governor Vagh**.

The emissary Kell is a member of the Klingon High Command, but is secretly working for Romulan operatives. He tries to use his position to instigate distrust of the Federation in the Klingon Council.

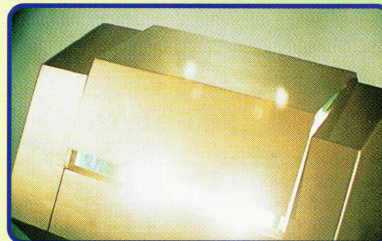


POSITION: KLINGON AMBASSADOR **STARSHIP LOG:** 'THE MIND'S EYE' (TOS)

KOLLOS

The **Medusan Ambassador Kollos** is to be transported back to his home planet by the **U.S.S. Enterprise NCC-1701**. According to legend, the sight of a Medusan can bring madness to any human that catches a glimpse of one. To this end, Kollos is accompanied by a blind telepath, **Dr. Miranda Jones** and travels in a protective container. Only Ambassador Kollos has the necessary navigation skills to pilot the **U.S.S. Enterprise** through an unknown galaxy, and does so through a mind link with **Science Officer Spock**.

POSITION: MEDUSAN AMBASSADOR **STARSHIP LOG:** IS THERE NO TRUTH IN BEAUTY (TOS)



The Medusan ambassador resides within a protective container. It is rumored that the mere sight of a Medusan can lead to madness.

KOR

Kor, the legendary **Klingon** warrior, in his latter years becomes the Klingon ambassador to **Vulcan**. It is in this position that the Vulcans recognise his services by presenting Kor with the **Shroud of the Sword** – the apparent mythical covering for the **Sword of Kahless**, the first **bat'leth** ever forged. Once an analysis proved the shroud to be genuine, Kor sets out to find the infamous sword.

POSTING: VULCAN
STARSHIP LOG: ERRAND OF MERCY (TOS); BLOOD OATH (DS9)

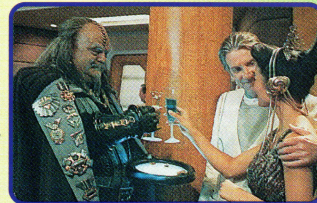


After many years, the Klingon warrior Kor, along with Lt. Worf and Jadzia Dax, find the mythical Sword of Kahless. Deciding its recovery may divide the Klingon Empire, Kor orders the sword to be thrown into space.

KORRD

Korrd is a noted **Klingon** military general whose tactics are required reading at **Starfleet Academy**. He unfortunately falls out of favor with the **Klingon High Command**, and is subsequently posted to the dead-end post of Klingon Ambassador to **Nimbus III**. He spends most of his time there getting drunk.

Korrd raises a toast with fellow ambassadors St. John Talbot and Caithlin Dar during a gathering aboard the U.S.S. ENTERPRISE NCC-1701-A in 2287.



POSTING: NIMBUS III
STARSHIP LOG: 'STAR TREK V: THE FINAL FRONTIER'



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AMBASSADORS

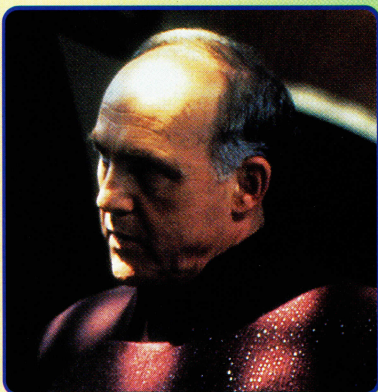


THE UNITED FEDERATION
OF PLANETS

KRAJENSKY

Ambassador Krajensky, a skilled diplomat and politician, is kidnapped or killed by **Dominion** agents on his way to **Risa**. He is replaced by a **Founder** who attempts to trigger a conflict between the **Federation** and the **Tzenkethi**. The Founder runs amok on the **U.S.S. Defiant NX-74205** before being killed by **Security Chief Odo**.

POSTING: VARIOUS
STARSHIP LOG: 'THE ADVERSARY' (DS9)



A **Changeling Founder** takes the form of Ambassador Krajensky. The real Krajensky goes missing en route to the planet **Risa**.

LIRIA

Ambassador Liria is an officious obstacle that **Captain Kathryn Janeway** must overcome in order to get crew members **Harry Kim** and **Tom Paris** freed from prison.

Ambassador Liria is a difficult bureaucrat who supports the move to imprison **U.S.S. Voyager NCC-74656** crew members **Harry Kim** and **Tom Paris** on suspicion of a terrorist bomb attack. He holds this viewpoint even after the revelation of evidence pertaining to Paris's and Kim's innocence.



POSTING: AHRITIRIA
STARSHIP LOG: 'THE CHUTE' (VOY)

LOQUEL



Loquel enjoys many culinary experiences aboard the **U.S.S. Enterprise NCC-1701-D**. A favorite of his is chocolate cake.

Ambassador Loquel, along with **Ambassador Voval** and **Ambassador Byleth**, is assigned to his people's **First Contact** with the **Federation**. Loquel is charged with investigating the emotion of pleasure, a duty that involves sampling large amounts of culinary delicacies under guidance from the highly qualified, food-loving **Counselor Deanna Troi**.

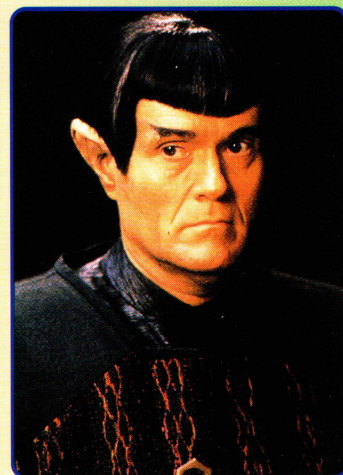
POSTING: U.S.S. ENTERPRISE
NCC-1701-D
STARSHIP LOG: 'LIAISONS' (TNG)

LOJAL

Lojal, and fellow ambassadors **Taxco** and **Vadosia**, are placed in danger when an alien entity affects the **Deep Space Nine** computer. **Dr. Julian Bashir's** quick thinking saves them from a resulting fire, leading the ambassadors to commend him.

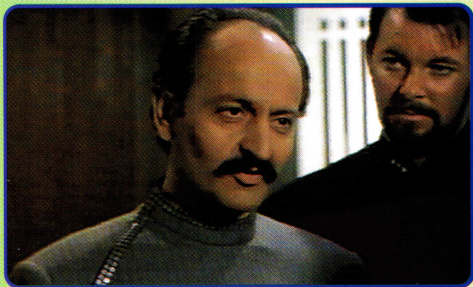
Federation ambassador Lojal is a **Vulcan** official sent to **DEEP SPACE NINE** on a fact-finding mission. His life is put in danger when an alien entity causes a computer glitch.

POSTING: DEEP SPACE NINE
STARSHIP LOG: 'THE FORSAKEN' (DS9)



MENDOZA

When the **Federation** started negotiations for the rights to the **Barzan** wormhole with the **Ferengi**, **Dr. Mendoza** was dispatched to take place in the talks. He was subsequently poisoned by the Ferengi delegate and **Commander William Riker** had to take his place.



POSITION: FEDERATION AMBASSADOR
STARSHIP LOG: 'THE PRICE' (TNG)

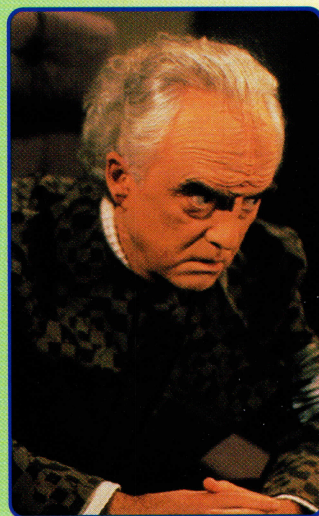
Dr. Mendoza is a great mediator, and the natural choice for the negotiations for rights to the **Barzan** wormhole. He has a wry sense of humor, and has been employed by the **Federation** for many talks – meeting **Deanna Troi** on such a previous engagement.

MAURIC

Mauric is the overly paranoid member of the **Kes** people. He is involved in talks with the **U.S.S. Enterprise NCC-1701-D** crew in a bid to gain associate membership of the **United Federation of Planets**, but due to his, and his peoples' somewhat paranoid behavior, the **Enterprise** personnel recommended against the Kes's application for membership.

Mauric is the special diplomatic envoy from the planet **Kesprytt III**. His paranoid attitude – as well as his people's – leads to the **Federation** turning down their application to join.

POSITION: KES AMBASSADOR
STARSHIP LOG: 'ATTACHED' (TNG)





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 160



OTHER GROUPS
AND RACES

THE BA'NETH AND THE KESAT

The **Kesat** have experienced attacks upon their space ships for some time. Many suspect the mysterious **Ba'Neth** race, but the official stance is that the Ba'Neth do not exist, leaving the attacks unexplained. It is a mystery that **Captain Kathryn Janeway** must solve at all cost.

The **Kesat** are a humanoid race from the **Delta Quadrant** whose civilization has progressed to a level of interstellar travel. The area around Kesat space has been plagued for some time by inexplicable and unprovoked attacks from unseen assailants. As of **Stardate 53263**, there have been 13 such incidents. Some Kesat have attributed

the attacks to a race they have named the **Ba'Neth**, a term which means 'shadow people' in the Kesat language. These enemies are characterized as being xenophobic and obsessed with keeping their existence a secret. Given the sketchy information available, based largely on circumstantial evidence, many of the Kesat consider the Ba'Neth to be a myth. The official government

position is that the Ba'Neth do not exist; proclaiming belief in their existence will hinder a Kesat's career. The majority of the Kesat police force will attribute a Ba'Neth-style attack to an unexplained phenomenon rather than attempt further investigation.

Xenophobic

The truth is that the Ba'Neth do exist, and possess the xenophobic



▲ *The Kesat officer **Naroq** has a disguised interest in the Ba'Neth and their attacks. He offers his help to Captain Kathryn Janeway to help find the mysterious race who attacked Officer Tuvok.*

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THE BA'NETH

Cloaked armada

The Ba'Neth are a highly xenophobic race; individual members spend most of their time hidden in non-standard cloaking frequencies. The aliens themselves are multi-limbed creatures with appendages terminating in points. Their technology, such as their disruptors and database downloaders, is adapted for their unique physiognomy.

Designation Ba'Neth
Class Unknown **Quadrant** Delta
Inhabitants Non-humanoid

Government The Ba'Neth government is overtly xenophobic, shunning contact with any other race. They will board alien vessels to assess their potential threat.
Environment The Ba'Neth are perfectly at home in a standard Class-M atmosphere.
Features The Ba'Neth have achieved a high level of technology, seeming to prefer living on vast space stations rather than a homeworld.
Starship log STAR TREK: VOYAGER 'Riddles'



▲ *The impressive **BA'NETH SPACE STATION** is powered by a huge nine million terrawatt generator. It is only visible after the **U.S.S. VOYAGER NCC-74656** disrupts its cloaking frequency. Such outposts can hold at least 22 Ba'Neth ships, and more than 3000 Ba'Neth at a time.*

THE KESAT

Humanoid race

Kesat individuals are bipedal and share many physical similarities with humans. The area under Kesat eyebrows forms part of a ridged structure above the eyes; two further ridged areas extending from the inner edges of the eyebrows, curve diagonally along the forehead, and stop at the skull. A marked central protuberance is located just beneath the hairline, and further ridges appear on the nose - one marking each nostril, and the other running from top to bottom of the nose.

▼ *Captain Kathryn Janeway and her crew have the opportunity to meet **Naroq**, a member of the Kesat race. He displays the ridged facial structure typical of members of his species.*



Designation Kesat
Class Unknown **Quadrant** Delta
Inhabitants Humanoid

Government A seemingly suspicious hierarchy that does not entertain the notion of alien attack by the Ba'Neth. An open belief in the existence in the Ba'Neth will prevent an inspector from gaining promotion.
Features The Kesat have a technology slightly in advance of the Federation.
Law Enforcement A security force peopled by Inspectors. There are many grades of Kesat inspectors.
Starship log STAR TREK: VOYAGER 'Riddles'

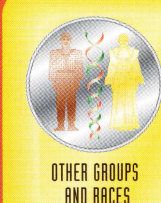
GALAXY FACTS

- ▶ The Ba'Neth's cloaking devices are maintained by the use of veridium isotopes. The isotope has a half-life of less than 70 hours, thus making it very difficult to detect.
- ▶ It is possible to display residual veridium isotope presence with the use of a photolytic converter. This device projects the image of whatever was cloaked with the isotopes.

characteristics attributed to them by the more open-minded and aware Kesat people. Their greatest strength is their possession of very effective cloaking devices that operate well outside standard frequencies, and can be used to conceal individual Ba'Neth as well as their craft. They are a race of multi-limbed, tentacled beings who never appear before anyone other than their own race in an uncloaked state.

Neural disruptor

The Ba'Neth are armed with devastating **neural disruptor** weapons that almost always have fatal consequences for anyone hit by their beam. The

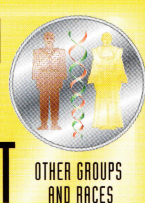


OTHER GROUPS AND RACES

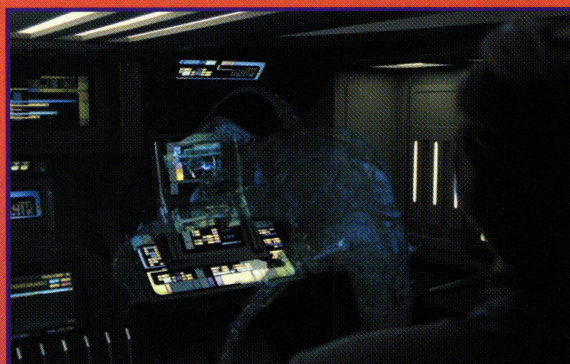
The Guide to the STAR TREK Galaxy

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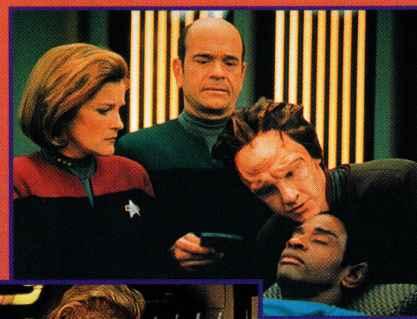
THE BA'NETH AND THE KESAT



OTHER GROUPS AND RACES



▶ A Ba'Neth member is revealed using Naroq's photolytic converter, shown here downloading Federation information.



▼ Naroq examines the prone Tuvok in the U.S.S. VOYAGER NCC-74656's sickbay. While he is more concerned about interviewing Tuvok to trace the creatures, the Doctor is more concerned about his patient's health.

purple energy fired from the weapons spreads over the victim's body, emitting an electrical discharge that leaves the unfortunate target spasming in agony. Most of the damage is done to neural systems, and should the victim survive the encounter, neuroleptic shock is a common result, deliberately induced in order to prevent a recovering victim from revealing anything they might have seen. Even the more resilient **Vulcan** physique cannot resist the effects of a Ba'Neth neural disruptor, as the crew of the **U.S.S. Voyager NCC-74656** learn when **Lt. Commander Tuvok** is felled by such a weapon while investigating an unauthorized download

of information from the **Delta Flyer**. He suspects a cloaked being, and is trying to assess the intruder's cloaking frequency with his **tricorder** when he is attacked.

Off-world attacks

There is a common factor to Ba'Neth assaults: all occur in the vicinity of Kesat space, but on ships originating from other planets. The Ba'Neth are confident in their superior cloaking technology, and so often surround unaware starships with numerous craft. The race operates from massive armed outposts, cloaked by a vast, nine million terrawatt device. An outpost can comfortably host more than



▶ Neelix runs to the stricken Security Officer Tuvok, who has been attacked in the aft section of the DELTA FLYER. Tuvok does not respond.

3000 Ba'Neth and at least 22 starships, but its communications array operates on standard **subspace** frequencies.

One of the few Kesat police officials who will admit to a belief in the Ba'Neth is **Deputy Inspector Naroq**, whose opinion is that the Ba'Neth are deliberately testing the capabilities of offworld visitors. His speculation is correct: the Ba'Neth's paranoia is such that they view all species as potential threats. Craft visiting the Kesat system are routinely and unobtrusively boarded so that information databases can be downloaded. The information taken is then assessed to evaluate any danger the craft may pose to the Ba'Neth.

After an encounter with the **U.S.S. Voyager** at one of their outposts, the existence of the Ba'Neth is proved beyond doubt. Naroq is the first member of the Kesat race to actually see an uncloaked Ba'Neth. He sets up a **photolytic converter** in the area of the most recent attack, and this activates the residual veridium isotopes used by the Ba'Neth cloaking devices, revealing an image. Given his

success in seeing a Ba'Neth, Naroq further realizes that integrating components from the photolytic converter to a starship's deflector array will reveal any cloaked **Ba'Neth Vessels** in the immediate vicinity. Once revealed, the Ba'Neth's first instinct is to open fire, ignoring all attempts at communication. This is consistent with their actions when discovered individually – they clearly value their privacy above the lives of other beings.

Remaining a mystery

The photolytic converter technology that enables their location to be traced is passed to the Ba'Neth in exchange for information on their neural disruptor weaponry, and their database on several recently encountered alien species. At first, they are unwilling to reveal any of their technology, but they eventually comply when the **Voyager** crew threaten to reveal their location and cloaking frequencies to the Kesat authorities. Even though their existence has been proved beyond doubt, however, it appears that the Ba'Neth intend to maintain their anonymity.

BA'NETH WEAPONRY

Neural disruptors

The neural disruptors used by the Ba'Neth are the perfect weapon for the xenophobic race: the injuries they inflict ensure that anyone who survives an attack is unlikely to ever be able to reveal any details. For example, the Tuvok who emerges from sickbay after being hit by such a weapon is a very different person from the one the **U.S.S. Voyager NCC-74656** crew have come to know. His cranial synapses have to be rerouted to circumvent damaged tissue; this causes memory loss, a considerable drop in intellectual capacity, and a dramatic change in personality. Ironically, this simpler Tuvok is a much less intense being, and seems able to derive far more joy from life – he actively solicits Neelix's company, first for comfort and protection, and thereafter as a companion. The injury removes Tuvok's dependency on repressing his emotions. Ultimately, technology obtained from the Ba'Neth makes it possible to restore Tuvok's previous personality.



▶ Tuvok is attacked by the Ba'Neth while he conducts a simple scan with his tricorder.



▶ The Vulcan is enveloped by an energy pulse that alters his entire personality.



STARFLEET ACADEMY PROCEDURES

PROMOTION PROCEDURE AND FIELD PROMOTIONS

Starfleet's carefully considered process of promotion is designed to ensure that those officers who excel in certain areas are allowed to climb through the ranks to achieve positions of greater responsibility.

Starfleet Command possesses a very clear hierarchy, encompassing all stages of active duty, from the most junior-grade cadet to the senior cadre of admirals. Much of Starfleet's rank structure is derived from Earth naval tradition, allowing individuals within Starfleet to gain promotion through a regular review and evaluation of performance, aptitude for their role, and overall character. Under normal conditions, departmental officers will recommend promotions to the executive officer and a panel of senior command staff, who evaluate all of the data and consider whether the individual displays the correct level of commitment and outstanding personal qualities required for promotion. This can include a series of structured training courses and events while aboard ship – the training undertaken by **Counselor Deanna Troi** in 2370 leading up to her eventual promotion to commander, is an excellent example of a structured promotion routine, and is the standard way of gaining an advancement in rank during active service.

Instant promotion

Many circumstances arise where promotions must be carried out immediately, often occurring during a crisis situation, or when the normal procedural chain of command has been broken. Field promotions are carried out with little ceremony under such circumstances, although certain formalities have to be observed to satisfy purely practical considerations. Personnel rising in the ranks may need higher-level clearance and access to specific systems aboard a starship, with this information being relayed to them immediately upon promotion. In cases where the senior officer of a starship or space station is still in position, the captain or commander has the procedural right to carry out all aspects of a promotion on behalf of Starfleet

Command, and can order the release of all relevant information to the promoted party. The senior officer can even assign the elevated rank pins to the uniform of the candidate to indicate their new position. The fatal wounding of **Captain Ramirez** aboard the training vessel **U.S.S. Valiant NCC-74210** in 2374 gives him enough time to pass on command to **Cadet Tim Watters** before his death, allowing the young crew to carry out a series of daring – if not very well considered – actions before the eventual destruction of the ship eight months later.

Taking control

Under some circumstances, the senior command officers may be killed before they have the opportunity to carry out these duties, as in the case of the **U.S.S. Stargazer NCC-2893**, when her captain is killed in 2333. This event leaves the vessel without a leader during a potentially fatal encounter with a hostile race, so junior officer **Jean-Luc Picard** effectively promotes himself to the captain's position and is able to save the vessel and its crew. His actions are subsequently recognized by Starfleet Command, who promote him to the rank of captain shortly after this event. Such resourcefulness and decisiveness in a time of extreme danger exemplify why personnel may be promoted in the field.

Field promotions can be awarded for the demonstration of great commitment and personal sacrifice, as well as bravery and quick-thinking. During 2366, aboard the **U.S.S. Enterprise NCC-1701-D**, **Wesley Crusher** prepares himself for entry to **Starfleet Academy** after being granted a place, but misses his vital transport to Earth because of his participation in the rescue of **Commander William Riker**, ship's counselor **Deanna Troi**, and her mother **Lwaxana Troi**, after they are kidnapped by **DaiMon Tog**. Recognizing the



▲ **Deanna Troi elects to take part in the Bridge Officer Exam in order to attain the rank of commander. She is prompted to do this by the occasion when she was left in command of a heavily damaged U.S.S. ENTERPRISE NCC-1701-D in 2368.**



▲ **The most trying aspect of the Bridge Officer Exam for Deanna Troi is that a commanding officer must be able to send colleagues – even close friends – into potentially fatal situations if it will ensure the survival of the remainder of the crew.**



▲ **Captain Janeway is proud to reinstate Tom Paris to the rank of lieutenant in late 2376. Paris's dedication to his duties aboard the U.S.S. VOYAGER is instrumental to the captain's decision.**



▲ **Captain Jean-Luc Picard grants Wesley Crusher a field promotion to the position of acting ensign in recognition of the young man's sacrifice in missing a transport to Starfleet Academy in 2366.**



▲ **Red Squad cadet Tim Watters achieves a field promotion to the rank of captain aboard the U.S.S. VALIANT NCC-74210, after the ship's real commanding officer is killed in a battle with Dominion forces.**



FILE 19 A Guide to FEDERATION STARFLEET



▶ **Promotions aboard the U.S.S. ENTERPRISE NCC-1701-D take place in a holodeck recreation of an old sailing ship, where officers are made to walk the plank.**

great opportunity Wesley is forced to miss, Jean-Luc Picard uses his powers as a captain to officially promote Wesley to the rank of acting ensign, effectively allowing him much greater access to all parts of the *Galaxy*-class vessel in order for him to gain knowledge of Starfleet protocols and operating systems.

A most dramatic field promotion occurs later in the same year when the **Borg**'s first attack is defended at the battle of **Wolf 359**. Captain Picard's assimilation by the Borg leaves the *Enterprise* without a commanding officer, so first officer William Riker immediately assumes command of the vessel, and controls the actions of the ship in the subsequent attempts to disable the **Borg cube**. The promotion of executive officer to captain is a very obvious step, and can be taken immediately with nothing more than a verbal declaration to the bridge crew. **Lt. Commander Shelby** is immediately promoted to the executive officer's position by Acting Captain Riker, restoring a full senior-officer complement to the *Enterprise*.

Holodeck promotion

The year 2371 witnesses a far more elaborate promotion aboard the U.S.S. *Enterprise* NCC-1701-D, when the **holodeck** is used to push the naval tradition of Starfleet to an extreme, recreating a three-masted 19th-century sailing frigate *Enterprise*. The occasion is the promotion of **Lt. Worf** to lieutenant commander,

▶ **Captain Kathryn Janeway promotes Tuvok to the rank of lieutenant commander in full view of the crew in the ship's mess hall.**



▶ **William Riker assumes command of the U.S.S. ENTERPRISE NCC-1701-D in late 2366, when Captain Jean-Luc Picard is abducted by the Borg, and turned into Locutus.**



and includes detailed reasons for the promotion; he is commended for his professional conduct, which has also earned him the respect and admiration of the entire crew. Worf is subsequently accorded all the rights and privileges that the rank holds with immediate effect, a practical command application contained within the elaborate trappings. He is then asked to walk the plank.

New additions

Captain Kathryn Janeway of the U.S.S. *Voyager* NCC-74656 grants field commissions to the **Maquis** crew members that are stranded in the **Delta Quadrant** with what remains of her original crew. The new crew members are granted all the rights of Starfleet officers, including that of possible promotion – as witnessed when **B'Elanna Torres** gets a promotion to Chief Engineer over her Starfleet counterpart. The Maquis rank structure is



▶ **Lt. Commander Elizabeth Shelby is made first officer of the U.S.S. ENTERPRISE NCC-1701-D in late 2366.**



▶ **Nog is granted a field promotion from the rank of cadet to that of ensign. It is a bittersweet reward, as his new position leads him to lose a leg in battle.**

ostensibly the same as Starfleet's, although rank pip design does differ.

The battlefield commission of ensign afforded to the **Ferengi Nog** by **Captain Benjamin Sisko** in 2374 is far less glamorous, taking place in the middle of the **Dominion war**, and is recognition of his resourcefulness and efficiency under exceptionally difficult circumstances.

THE CONSEQUENCE OF DISOBEDIENCE

Demotion

Starfleet recognizes and rewards the positive efforts of its personnel, but will also use demotion as a punitive action against individuals who disobey orders or endanger their fellow crew through carelessness or incompetence.

Benjamin Finney is moved to the bottom of the promotion list after leaving open a circuit to the atomic matter piles aboard the U.S.S. *Republic* NCC-1371 in the mid 23rd-century, effectively destroying his career within Starfleet.

Admiral James T. Kirk faces nine violations of Starfleet regulations after rescuing Spock from the Genesis Planet in 2285, but, due to his subsequent efforts in saving Earth from destruction by the **Cetacean probe**, is found guilty of only one charge – that of disobeying a superior officer. He is subsequently reduced in rank to captain.

Lt. Tom Paris's violation of orders during the incident with the Moneans in 2375 leads to his demotion to ensign, along with 30 days confinement in the brig of the U.S.S. *Voyager* NCC-74656. Captain Janeway is no stranger to demotion – she carries out a disciplinary exercise with the disgraced surviving Starfleet crew members of the U.S.S. *Equinox* NCC-72381 in 2376, stripping many of rank and privileges, and expecting them to work under close supervision.

▶ Agreeable demotion

James T. Kirk is reduced in rank to captain after he is found guilty of disobeying the orders of a superior officer.



▶ Paying the price

Captain Kathryn Janeway must regrettably demote Tom Paris from the rank of lieutenant to ensign after he disobeys her orders regarding the Monean water world.



◀ Bitter

Benjamin Finney blames James T. Kirk for ruining his career in Starfleet.



Taresian Vessels

Taresian Vessels are well-defended and highly maneuverable ships that form the rapid response force of a race that lures other species into a deadly trap.

The **Taresians** are a technologically sophisticated **Delta Quadrant** matriarchy. Its members employ their advanced genetic techniques in an insidious and murderous way, infusing males from compatible races with Taresian DNA without their knowledge. This illicit technique causes the victim to eventually seek out **Taresia** and stay with the mostly female population; their genetic material is then harvested to ensure the continuation of the Taresian race, a process that eventually kills them. The neighboring **Nasari** know that the Taresians' intentions are less than honorable, and will therefore fire on any vessel entering their space en route to Taresia in an attempt to warn off the vessel. As **Nasari Vessels** mount potentially devastating surprise attacks, the Taresians have developed in response an advanced starship that provides a vital part of their highly effective planetary defense system. **Taresian Vessels** are easily capable of disabling any Nasari ships that attack them.

Rapid response force

Taresian Vessels usually operate singularly. In contrast, Nasari ships often patrol in groups of three, and therefore Taresian offensive and defensive systems are designed to cope with multiple targets and absorb high levels of punishment during a skirmish. The signature emitted by a Taresian ship is highly distinctive, and can be easily distinguished from that of a *Nasari Vessel* by **Starfleet** scanners at close quarters. Such scans can also determine the status of *Taresian Vessel* weapon systems.

Taresian Vessels operate from orbit around the Taresian homeworld. They can move into position quickly at sublight speeds, and their overall design and configuration makes them extremely maneuverable during combat against single or multiple targets. Each ship also has the ability to operate within the Taresian atmosphere, making it a particularly adaptable vessel that can defend Taresian interests in a variety of environments and react quickly to the changing nature of a threat.

The starships are constructed from an extremely durable series of dark gray interlocking plates that forms the outer hull, which has a very distinctive shape. The vessels are designed to present a very narrow target from forward, side, and rear elevations, and as such have a wide and flat main hull. Its underside is protected by a series of raised angled plates that forms a short central core, giving additional protection to the widest part of the ship. Two short, angled wings project at right angles from

the mid-section of the plated area, and this section also forms the main support for a pair of wide outer arms that project forward of the main hull on the left and right-hand sides, terminating with an inwardly angled downward prong that forms the housing for the outer weapons systems.

Protecting the propulsion system

The bow of the vessel consists of an inwardly angled section at the bottom of the main hull, with a wide blue glowing area situated directly above. The lower bow section is surrounded and protected on either side by a shorter set of forward-projecting mandibles that are made up of interconnecting sections very similar to the outer arms. These mandibles form the forward part of the entire vessel, and house the inner weapons systems. The drive unit is built into the stern of the *Taresian Vessel*, terminating in a flat angled section, through which the red glowing exhaust of the activated propulsion system can be seen during flight. The relatively small target provided by this narrow propulsion unit makes it particularly difficult to knock out the *Taresian Vessel's* engines unless the ship is fired upon from the rear. Heavy angled plating on the upper and lower surfaces of the stern provide a significant amount of protection.

Weapons systems

The primary offensive system is located within the double forward prongs. The weapons are extremely powerful; the ships have the ability to target and fire upon a number of approaching vessels simultaneously. On encountering a potential target, the *Taresian Vessel* immediately adopts an intercept vector and powers up its weapons array, attacking the targets head-on at speed. This suggests that the sensor and targeting systems of the Taresian computer system is highly advanced and capable of producing extremely accurate targeting information, such as taking into account the relative speed and positions of a number of separate ships. The missile launchers are synchronized to fire in pairs, with the inner mandible units releasing their single torpedoes simultaneously, closely followed by the outer arm launchers. The ensuing volley of four missiles can be followed quickly by a second wave of blue glowing spheres. Such an attack will overwhelm the defenses of a *Nasari Vessel* quickly and effectively, within two volleys. The inner mandible launchers usually target the center ship of a three-pronged Nasari attack with two missiles, while the outer arms fire single torpedoes at the left and right vessels,



TARESIAN VESSELS often come under attack from enemy **Nasari** starships. They are consequently well armed and equally well shielded.



TARESIAN VESSELS' sophisticated audiovisual communication systems are fully compatible with those of **Starfleet** vessels.



TARESIAN VESSELS are highly maneuverable ships, but they and their enemies, the **Nasari**, are dwarfed by the **U.S.S. VOYAGER NCC-74656**.



The **TARESIAN VESSELS** are crewed entirely by females, who are luring alien males to their world so that they can be used as breeding stock.

Taresian Vessels

suggesting that the destructive yield of the outer launchers may be higher than the inner ones.

The total crew complement of the *Taresian Vessel* is unknown, although direct audiovisual communication with the commander of the ship suggests that its interior is quite spacious. The vessel appears to be well lit, with pink bulkheads and a number of small ports that look out onto space. Taresian sensor systems have the ability to detect Taresian-DNA infected individuals onboard approaching vessels, allowing them to dispatch a ship to protect the approaching alien from Nasari attack, and escort them to the apparent safety of Taresia. Once the new recruit has been transported to the planet and officially welcomed, a series of satellites immediately

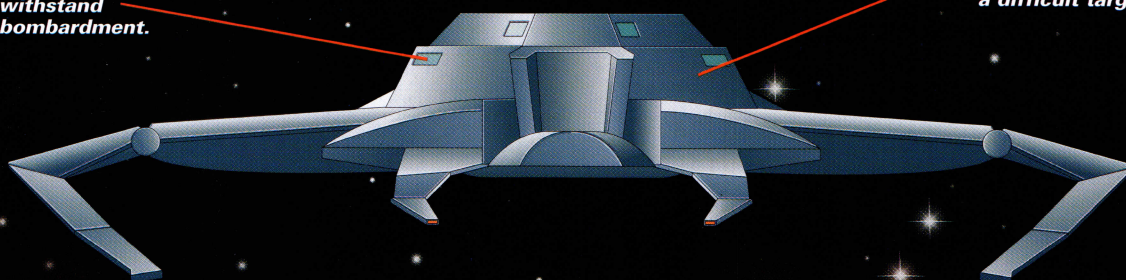
projects a high-density **polaron grid** that prevents the hostage being beamed away to safety and also prevents communications to and from the planet. This network is supported by *Taresian Vessels* that patrol the perimeter, attacking any ship that may attempt to damage a satellite or break its way through the grid. The *Taresian Vessel* has the ability to detect vessels and intercept them extremely quickly once they have made an incursion into the Taresian atmosphere. Luckily, the **U.S.S. Voyager NCC-74656** moves quickly enough to rescue the seemingly doomed **Ensign Harry Kim** from the Taresian surface and make good its escape in 2373, despite a constant bombardment from a pursuing *Taresian Vessel*.



Once an approaching alien vessel has been contacted and escorted to the surface of Taresia, a series of bizarre mating rituals will begin.

FORE VIEW

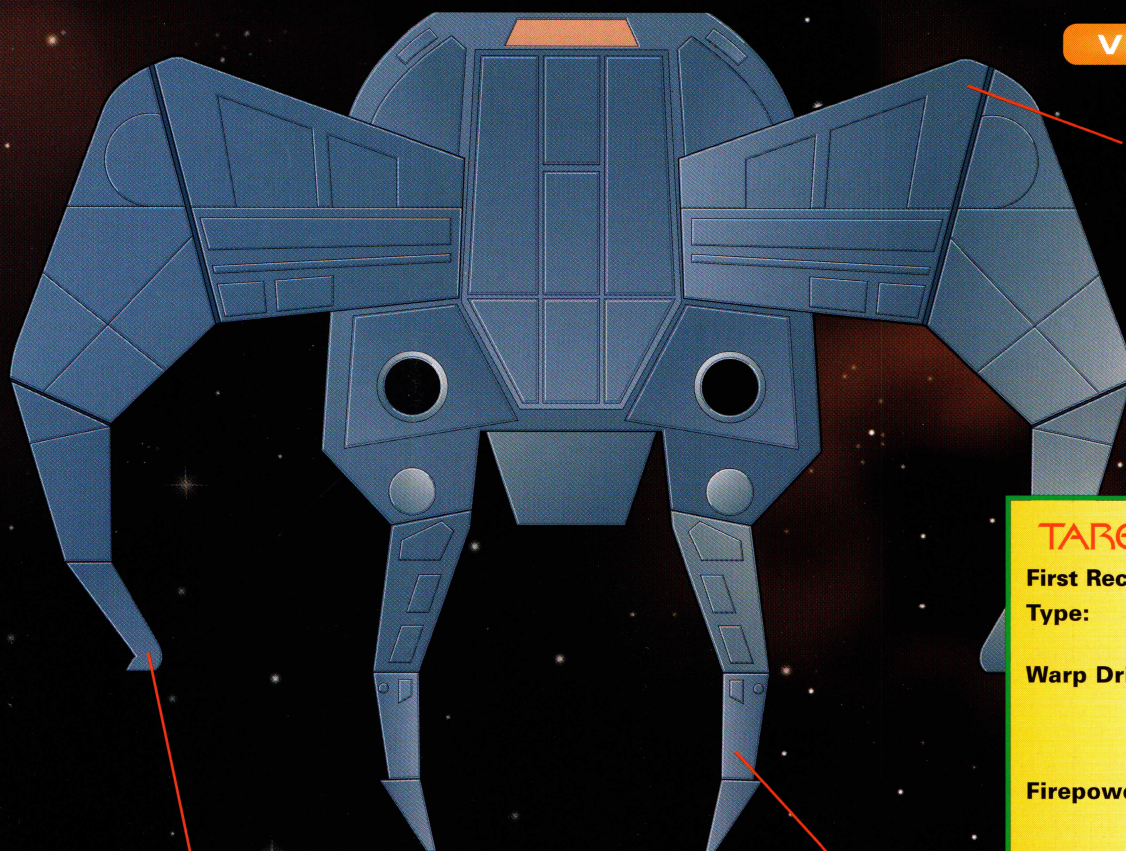
Relatively few windows ensures a tough outer hull that can withstand considerable bombardment.



The TARESIAN VESSEL has a narrow profile from the front and sides, making it a difficult target to hit.

VENTRAL VIEW

The aerodynamic wings suggest that the TARESIAN VESSEL is designed for atmospheric as well as interplanetary travel.



The outer arms contain the primary weapon system, which can be fired simultaneously with the torpedo launchers on the inner arms.

The inner pincer-like arms contain torpedo housings that appear to be the vessel's secondary weapons system.

TARESIAN VESSEL

First Recorded: 2373

Type: Rapid response combat vessel.

Warp Drive: The vessels have been observed operating at sub warp speeds only.

Firepower: A single ship is capable of engaging and destroying three enemy vessels at once.

FILE 43 STARFLEET PERSONNEL

Lt. Ayala

For a former member of the rebel **Maquis**, Lt. Ayala is a remarkably proficient officer aboard the *U.S.S. Voyager NCC-74656*. He divides his time between bridge and security details, giving his best during the starship's long journey home.

Ayala is one of more than 150 people who find themselves marooned in the **Delta Quadrant** aboard the *U.S.S. Voyager NCC-74656*, after Captain Kathryn Janeway orders the **Caretaker's Array** to be destroyed in early 2371. The handsome young man is one of the **Maquis** crew aboard Chakotay's vessel prior to the encounter with the Caretaker, and appears to have a relatively high position in the rebel cell; he acts as Chakotay's right-hand man when B'Elanna Torres is missing. He is one of only a select few of Chakotay's crew to be given a **Starfleet** commission aboard *Voyager*.

Despite numerous trials and tribulations, Ayala makes the difficult adjustment to a life away from home with relative ease. At least in the early

days, however, some members of the Starfleet crew remain somewhat cautious of his loyalties. In the security holoprogram 'Insurrection Alpha', written by Lt. Tuvok, he is portrayed as a Maquis loyalist who gives his allegiance to Chakotay during a mutiny aboard ship. In one variation, the holographic Ayala helps Chakotay take the bridge in a firefight, while in another, he grabs a phaser and stops a Janeway supporter from acting against his commander.

Lost family

Ayala is tall and lean, with a swarthy complexion and dark hair. Not a lot is known about his background, but he does reveal that he has two sons back in the **Alpha Quadrant**. He finds it very painful being separated from them, forcing Neelix to step in and act as

counselor to the distraught officer. The **Talaxian** morale officer does an effective job of helping Ayala through this difficult time.

Ayala's quarters are located on Deck 7, but when the ship's geography is scrambled by a strange **distortion ring anomaly** in late 2371, he ends up

on Deck 8, on the same corridor as fellow officers Nicoletti, Hargrove, and Kyoto. The **Ocampa** female Kes is aware of the usual position of his quarters, indicating that she may socialize with the lieutenant.

Ayala seems to be a congenial member of the

crew. He is often to be found in the mess hall, and gossips to Ensign Harry Kim about the existence of the 'Insurrection Alpha' holoprogram. He is depicted in **Seven of Nine's** holodeck simulation of a social gathering during her enforced isolation in late 2374, and also makes an appearance at the memorial service for the pioneering astronaut Lt. John Kelly.

New friends

In 2372, Ayala makes friends with the hybrid Tuvok-Neelix individual Tuvix – so much so that Tuvix appeals to the lieutenant for help when Janeway orders him separated into his original selves.

Ayala is most often assigned to the bridge, where he appears to be an all-rounder – he attends stations as diverse as Ops,

Away days

Ayala joins Tuvok and others on the joint away mission to explore the **CARETAKER'S ARRAY**.

PROFILE ON LT. AYALA

NAME: Ayala

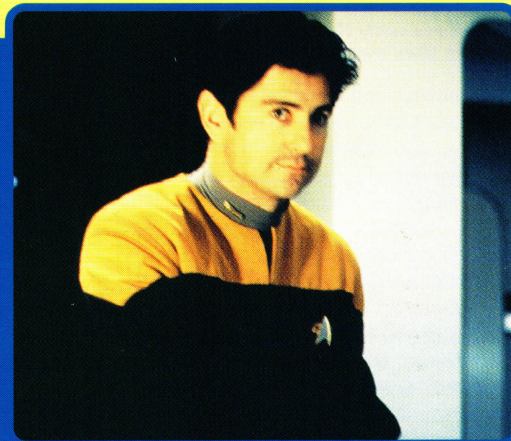
LIFE FORM: Human male

FAMILY: Two sons

RANK: Lieutenant (field commission)

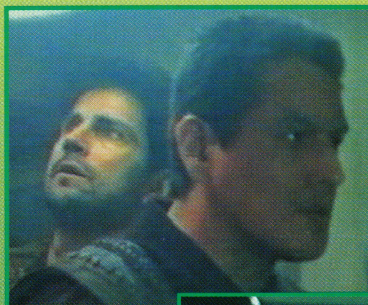
REMARKS: Despite a Maquis background, Ayala is a dedicated bridge officer whom Captain Janeway trusts with command.

FIRST SEEN: 'Caretaker' [VOY]



▲ Lt. Ayala is usually found on the bridge of the *U.S.S. VOYAGER*, manning the tactical or Ops stations. He has even taken the captain's chair.

CHANGING ROLE



★ **First glance**
Ayala is one of the Maquis officers who beams aboard the *U.S.S. VOYAGER* with Chakotay. He is clearly one of the rebel leader's most trusted cell members.

★ **Looking on**
Ayala watches silently as Chakotay meets Captain Janeway for the first time, little realizing that he will soon be part of her crew.



Lt. Ayala



★ Helping the captain

Ayala is one of the group that stays with Captain Janeway as they explore Hanon IV.

tactical, and the conn when their usual staff are not present. He is regularly seen manning one of the science stations at the rear of the bridge, performing auxiliary tasks.

Ayala is a man of few words, but his duties on the bridge often place him in the thick of the action. He is stationed at security when Kes, possessed by the Ilari outcast Tieran, steals a shuttle. He is ordered by Chakotay to lock onto the shuttle, but is unable to do so because of preemptive steps taken by Tieran. In mid-2375, Ayala is on duty during the lead-up to the dramatic attack on a **Borg sphere**. He is even left in charge of the bridge when Tuvok, the most senior officer present, leaves to investigate the distortion ring anomaly affecting the ship in 2371. He stays in command until the crisis is over, though his options for dealing with the crisis are limited by the effective isolation of the bridge from the rest of the ship by the spatial mutation.

Ayala is sometimes seconded to the security division. In this capacity, he is given duties such as stopping the rogue Seven of Nine from running amok in 2374, and he guards an **Hirogen** prisoner later the same year. He is rendered unconscious by the escapee in question on both



★ Fired up

The brave lieutenant's attempts to overpower a senile Kes are unsuccessful.

occasions, which is unlikely to look good on his record. He also attempts to stop Kes when she returns to *Voyager* in 2376, looking for revenge on the crew she has come to believe abandoned her. He falls victim to a bolt of the great mental energy she is able to harness, and only barely escapes the explosions in the bulkheads all around him.

Guarding prisoners

Ayala is frequently assigned to brig duty. He guards the alien woman **Dala**, who impersonates Captain Janeway in a series of swindles throughout the Delta Quadrant in 2376, and some years prior to this he watches over Seven of Nine shortly after she is liberated from the **Borg collective**. He remains calm and methodical when the ex-drone attempts to escape by forcing her way through her cell's **electrostatic shield**, and reports immediately to Janeway.

He later draws his **phaser**, wary of Seven's actions, when Janeway arrives and insists on entering the cell. He keeps a close watch on the captain while maintaining a discreet distance, and he is quick to react when the Borg violently knocks a **PADD** out of Janeway's hands and attempts to strike her.



★ Maquis loyalty

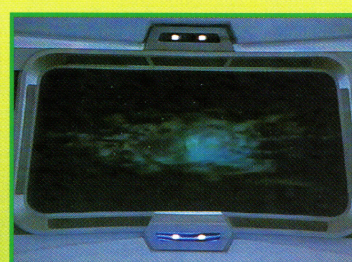
In most versions of the 'Insurrection Alpha' holoprogram, Ayala is depicted as siding with Chakotay in the Maquis mutiny.

★ Brig duty

Ayala is often placed on brig duty, guarding dangerous prisoners who are being held aboard the ship.



The lieutenant has been through a lot alongside his *Voyager* family, probably the most stressful being their stranding on the planet **Hanon IV** by the **Kazon** in late 2372. He refuses to give up hope even in this dire situation, however, and rallies to be part of a diversion to attract the attention of the natives. Ayala has been one of *Voyager's* key officers during its long journey back to **Federation** space, and his contribution to the odyssey has undoubtedly been noted by Captain Janeway.



★ Front row view

Ayala is usually stationed on the bridge, monitoring anomalies such as this one, which moves his quarters to another deck.

"Ayala, take the conn!"

— Captain Kathryn Janeway

★ Diversionary tactics

Lt. Ayala doesn't let the U.S.S. VOYAGER crew's abandonment on Hanon IV get him down, but instead joins his old Maquis friend B'Elanna Torres in creating a diversion. He gleefully joins her in throwing rocks at the simple natives.

DEMOTED TO ENSIGN

Pulling rank

One of Captain Janeway's few options for disciplining her officers is to demote them for a period. Ayala is apparently on the receiving end of such a punishment in late 2373 or early 2374, when he is reduced to the rank of ensign. The nature of his transgression of regulations is unknown, but it does not appear to affect his responsibilities. By early the next year, Ayala has been returned to the rank of lieutenant, and continues his duties aboard the vessel with the career hiccuph consigned to the past.



◀ Demoted

The usually reliable Lt. Ayala is reduced in rank for a time, as can be seen from the field rank bar he wears. His hard work and diligence soon see him returned to his former rank, however.

Gotana-Retz

The young astronaut **Gotana-Retz** does not regard himself as courageous, but discovers hidden resources when an investigation into a celestial body robs him of everything he has ever known.

Gotana-Retz grows up on a **Delta Quadrant** planet. Like most of his race, many of his early memories include reciting the **Children's Prayer**, dedicated to the brilliant 'star' – believed to be an orbiting vessel – that has shone in his planet's sky for more than 1000 years. The first thing he can remember seeing, even before his first memory of his mother's face, is the array of toys hanging above his crib, each depicting an aspect of the **Sky Ship**.

For generations, the **Sky Ship** has been the focus of his people's dreams and aspirations; it was originally worshiped as a god under names such as 'ground shaker' and 'light bringer.' It superseded the previous deity, **Tahal**, and had the firefruit consecrated to it.

In later years, it inspires many artistic endeavors, including a famous aria by the composer **Marritza**, pop-culture artifacts, and scientific developments. Countless people have tried to make contact with it.

A time of reason

By Gotana-Retz's time, the **Sky Ship** is no longer believed to be a deity. The prevailing theory is that it is the home of an incredibly long-lived race of beings. Given his people's fascination with the **Sky Ship**, it is unsurprising that Gotana-Retz, like many others of his generation, joins the astronaut training program in the hopes of being among the lucky few to reach the mysterious vessel. He also devotes a reasonable amount of his time to other interests: as a keen sports fan, he spends happy hours at matches

PROFILE ON GOTANA-RETZ

NAME: Gotana-Retz

LIFE FORM: Humanoid male

OCCUPATION: Astronaut, later negotiator and statesman.

REMARKS: Gotana-Retz discovers that the **Sky Ship** that has orbited his homeworld for more than 1000 years is in fact the **U.S.S. Voyager NCC-74656**. By the time he establishes **First Contact** with **Voyager**, everyone he has ever known is long dead, but he nonetheless returns to his people and persuades them to help the Starfleet crew.

FIRST SEEN: 'Blink of an Eye' (VOY)



▲ **Gotana-Retz is instrumental in finally freeing his people from the planetary tremors caused by the 'SKY SHIP', which has attained mythical qualities.**

"Star of the night, star of the day,
Come to take my tears away,
Make my life always bright,
Star of the day, star of the night ..."

The Children's Prayer

ON A TRIP OUT OF TIME



★ Journey of discovery

Gotana-Retz is one of two astronauts who is chosen to attempt contact with the **SKY SHIP**.



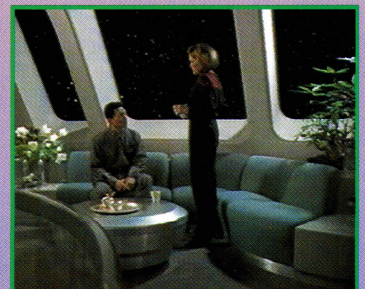
★ Frozen in time

The astronauts discover a bizarre scene that appears to be frozen in time.



★ Left alone

The time-differential kills Gotana-Retz's companion, but quick treatment ensures his survival.



★ Harsh truths

So much time has passed on Gotana-Retz's homeworld that everyone he knew is now dead.

between the **Mountain, Red River, and Lakeside** regions. His main dedication is always to his studies, however, and this is rewarded when he graduates from training. He is acknowledged by his peers as one of their planet's finest pilots.

First contact

Gotana-Retz's extraordinary piloting skills give him the opportunity to fulfill his lifetime's ambition. He

is selected to be one of two astronauts who will be launched, in a chemically-propelled rocket, into the planet's upper atmosphere in an attempt to make contact with the **Sky Ship**.

Gotana-Retz, and his colleague Terrina, do indeed make contact with the **Sky Ship** and board it. They find it full of humanoid beings very similar to themselves, but from many different races. Eerily, these beings appear to be frozen in time

and space. They are still warm to the touch, but immobile, poised between one step and the next while going about their daily business. Working their way through corridors lined with these living statues, Gotana-Retz and Terrina reach the vessel's command center, where both succumb to a growing malaise that has been plaguing them since boarding the ship. In intense pain, the two

Gotana-Retz

astronauts collapse to the floor of the bridge, and lose consciousness.

On awakening, Gotana-Retz faces two shocks: firstly, that his colleague is dead, and secondly that the *Sky Ship*'s inhabitants are moving and talking to him, having



★ The world beneath

Seven shows Gotana-Retz images of his homeworld's surface, as seen by VOYAGER's scanners.



★ Decisions

Gotana-Retz copes well with the shock of his predicament, and is keen to help in any way he can.

saved his life with their medical skills. They identify themselves as the crew of the **U.S.S. Voyager NCC-74656**. They are trapped in his planet's upper atmosphere, and deliver the startling information that on his home planet, unlike the rest of the known Galaxy, time speeds by at a vastly accelerated rate: a day on his world is a second in the eyes of the rest of the universe. Terrina's body was unable to adjust to the stress of the transition between one temporal zone and another. Gotana-Retz did adjust, but must now come to terms with the fact that, by the time he has recovered, everyone he ever knew is already long dead.

Brave adjustment

Gotana-Retz conducts himself with dignity and composure despite these traumatic revelations. Setting aside his personal grief and loss, he sets about establishing friendly relations with the *Voyager* crew, explaining the importance of the vessel as the *Sky Ship* of his people's culture. Once he has learned the difference between the timeframes of his world and the rest of the Galaxy, he fears that his people may lose interest in exploring a universe they will never be able to join, but **Captain Janeway** expresses the more hopeful opinion that they will make extra effort to overcome their unique obstacles. She is more concerned that, after the length of time that has passed on his world, he might, on his return, find it more alien than *Voyager*. Regardless of



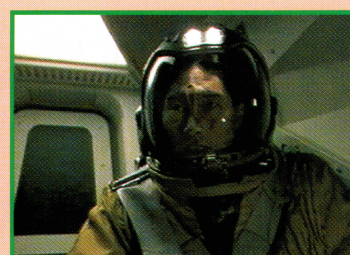
★ Fond memories

Gotana-Retz shares sports chat with the Doctor, who spent time on the astronaut's homeworld.

"How often does your very first dream come true?" — Gotana-Retz to Janeway

this possibility, Gotana-Retz elects to return, and to attempt to persuade his people, who by now have developed warp technology, to try to help *Voyager* leave their atmosphere. This will end the seismic disturbances that have destroyed so many of their achievements.

The brave astronaut proves true to his word. Despite the obstacle of having being declared dead 50 years previously, and the skepticism of his people, Gotana-Retz successfully returns to his society, and minutes later — years to Gotana-Retz — a holographic image of him appears on the bridge, as two immense vessels flank *Voyager*, locking on with tractor beams. He explains that the vessels will tow *Voyager* out of the planet's atmosphere;



★ Time to return

The brave explorer realizes that he can best help VOYAGER by returning to his world.

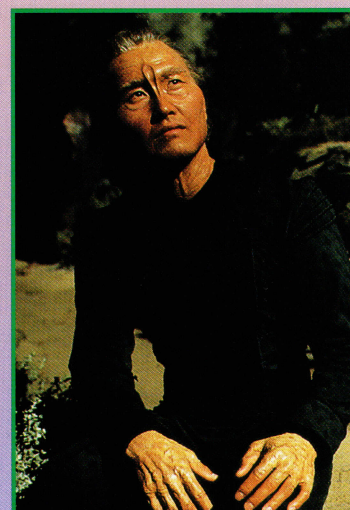


★ Brief encounter

Gotana-Retz bids a fond farewell to the VOYAGER crew, who will soon leave his planet's orbit.

an experimental **temporal compensator** has granted him a few moments in which to say goodbye to Janeway and her crew.

Little is known of his career after leaving *Voyager*, but he appears to have been successful and contented in his second life on his home planet. Decades later, an aged Gotana-Retz looks on as *Voyager* — ground shaker, light bringer, the *Sky Ship* — finally leaves the skies of his homeworld. His life's work is now complete, and his hopes live on.



★ Final view

From the planet's surface, an elderly Gotana-Retz watches wistfully as the SKY SHIP finally leaves his homeworld's orbit.

OUT OF TIME

Temporal victim

The commander of Gotana-Retz's mission to the *Sky Ship* is Terrina, a veteran astronaut. Unafraid to seize responsibility, it is she who decides to board the **U.S.S. Voyager** when their vessel's instruments prove unable to penetrate the hull of the Starfleet vessel, overruling Gotana-Retz's objections that they are not authorized to do so.

Terrina's experience and knowledge enable her to overcome her young colleague's fearful objections. Her gruff, offhand manner only partly conceals her genuine affection and respect for Gotana-Retz. She encourages him to press on, and the two reach *Voyager*'s bridge before collapsing. They suffer horrific physical stresses as their bodies struggle to adjust to *Voyager*'s vastly slower timeframe. The younger and more resilient Gotana-Retz survives the transition; Terrina does not, and tragically dies without ever knowing the extent of her discovery.



◀ New world

Terrina sees no point in holding back once they have reached the SKY SHIP, and boards it as quickly as possible.

▶ In agony

The older Terrina is more affected by the stress of the time change, and is the first to collapse.

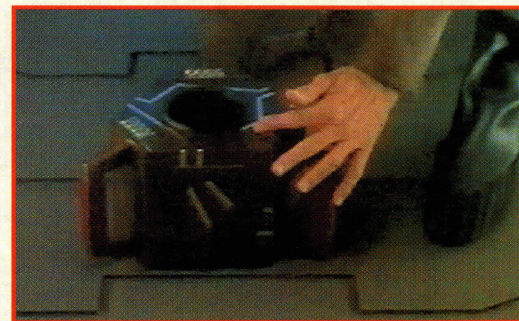


▶ Beyond help

The VOYAGER crew rush to the aid of the collapsed intruders, but there is nothing they can do for Terrina. The fitter Gotana-Retz recovers.

Quantum Stasis Box

In 2370, thieves board *Deep Space Nine* in a dramatic attempt to steal the **Dax** symbiont. They have with them an ingenious prison for **Security Chief Odo**, the one threat to their task; this lockable device is capable of containing a Changeling in liquid state, imprisoned within its sturdy shell.



By operating the controls on the top of the unit, the stasis box's iris opens, allowing access to the inner chamber. The controls also act as a combination locking mechanism.

The unique physiology of *Deep Space Nine*'s shape-shifting **Chief of Security Odo** gives the Changeling many advantages during his service aboard the station throughout its occupation by both **Cardassian** and **Federation** forces. His abilities are well respected, and even feared by some individuals. During an attempt by the renegade **Trill**, **Verad**, to steal the **Dax** symbiont

in 2370, for example, **Verad** realizes that Odo poses the most substantial threat to his possible success, and therefore aims to immobilize the security chief in the early stages of the mercenary group's takeover of the evacuated station.

Incarceration

In order to effectively incarcerate Odo, the group uses a portable **stasis box** that appears to have

been manufactured specifically for the purpose of containing a Changeling in its liquid state.

The stasis box is a sturdy, six-sided device, constructed from an extremely durable dark-brown alloy that forms a tough, protective exterior shell. Three of the sides are of equal length, separated by narrower angled connecting sections from which the equally-sized carrying handles protrude. Projecting outward from the body



By threatening the well-being of O'Brien, the thieves are able to coerce Odo into the stasis box.

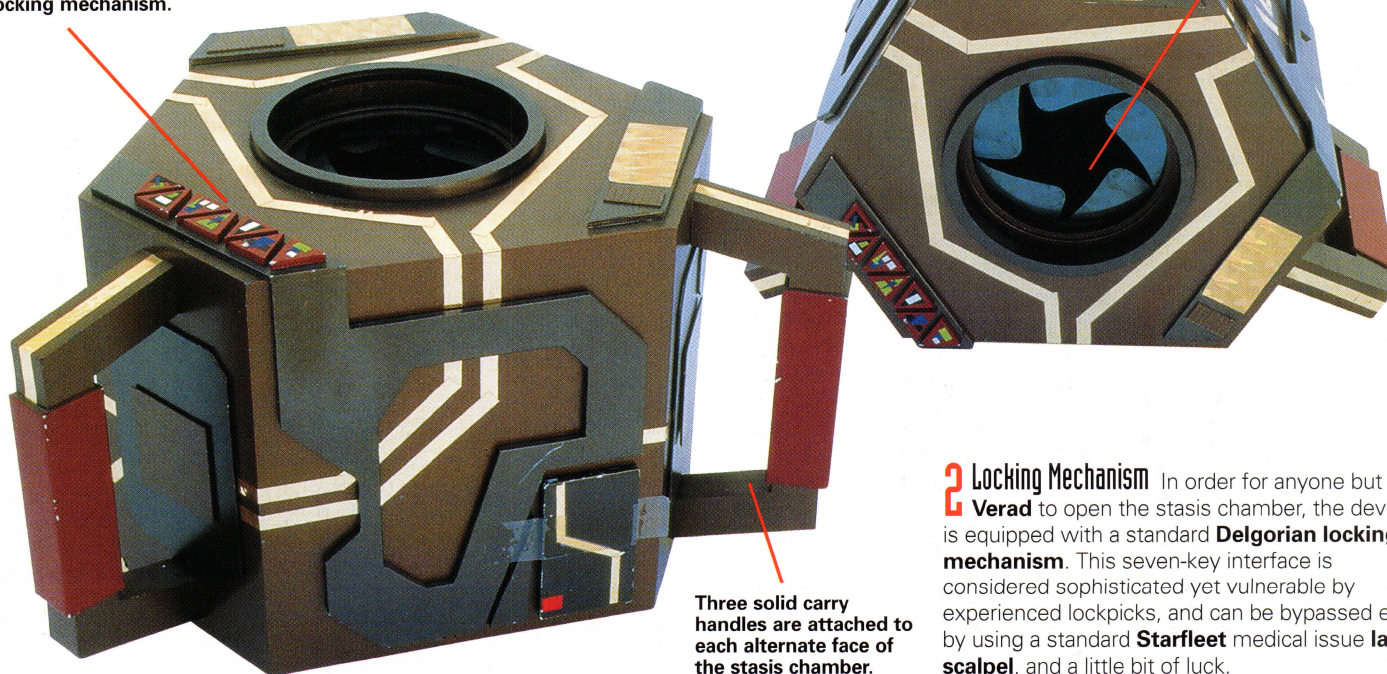
ODO'S STASIS BOX

1 Construction As the **stasis chamber** is designed as a prison, it is of a sturdy construction that will withstand most attempts of tampering. It is not resistant to **disruptor** fire however, so the stasis box can be deliberately damaged, although such destruction may seriously injure the Changeling within.

The box has a seven-key standard **Delgorian** locking mechanism.

The casing is a metallic brown. The outer shell has many raised surfaces and access hatches.

The interior chamber holds the Changeling in a liquid state, with the iris of the entrance creating a hermetic seal.



Three solid carry handles are attached to each alternate face of the stasis chamber.

2 Locking Mechanism In order for anyone but **Verad** to open the stasis chamber, the device is equipped with a standard **Delgorian** locking mechanism. This seven-key interface is considered sophisticated yet vulnerable by experienced lockpicks, and can be bypassed early by using a standard **Starfleet** medical issue **laser scalpel**, and a little bit of luck.

Quantum Stasis Box



Under threat from the leader of the thieves, Verad, Dr. Bashir follows his instructions to store the stasis box within the medical bay of DEEP SPACE NINE.

of the box, the upper and lower arms of these handles are angled inward to allow ease of access to the slightly thicker, red grips that surround the main handle bar. This allows enough room for even the relatively large hand of a **Klingon** to grip the carrying handles. In keeping with the rest of the box's exterior, there are narrow, white, reflective strips running along the center of the handles; these also define a pattern around the sides and upper surface of the container.

Chamber dimensions

The box is approximately half a meter across at its widest point – from the outside of one handle to the opposing side – and is around 25 centimeters in total height. It can be operated with the entrance hole facing directly upward, as the box rests on its flat base, or facing sideways, supported by the carrying handles. The sides of the box, between the handles, consist of a number of smaller raised and depressed sections that protect the mechanism within the unit, which includes component parts of the self-contained power system, and a sophisticated **Dargorian locking mechanism**. Dargorian locks offer a very high level of security: a specific sequential access code has to be inputted through the seven raised touch-sensitive buttons located on the upper surface of the box directly above one of the handles. The correct manipulation of these buttons elicits a series of electronic sounds that finally results in the opening of the five-sectioned metallic iris set into the raised circular port in the middle of the box, allowing access to the unit's interior.

Once the box has been opened and is ready for occupancy, it has no mechanism for forcing Odo into its confines or changing his physical state – the Klingon **T'Kar**

instead has to rely on threatening **Chief O'Brien's** life to force Odo to revert to his natural state. The Changeling oozes head-first into the small hole, after which the iris is closed and locked. The unit is then carried away for forced storage within **Dr. Julian Bashir's** medical facility, under force by T'Kar.

No escape

The design of Verad's stasis box does not allow Odo any way of escaping from the unit – the device appears to be hermetically sealed – and is a highly effective way of incarcerating the Changeling for a short period of time. Attempts to open the box by Bashir without the access code are met by failure.

Quark's knowledge of locking systems allows him to locate the weaknesses in the unit: using a **laser scalpel** to remove a small plate on one side of the box, he manipulates the inner workings of the device with one hand, and inputs the codes at the same time. In under 30 seconds, he is successful in opening the iris and allowing the confined shapeshifter to escape.

Starfleet variations

The stasis box also offers a unique protection for Changeling physiology. In 2373, the crew of the **U.S.S. Defiant NX-74205** encounter extremely powerful quantum fluctuations within a strange energy barrier surrounding a planet. The effects on Odo's physiology are so severe that they prevent him from maintaining a humanoid shape, reverting back to his gelatinous state. Dr. Bashir stores him in a specially designed Starfleet version of Verad's stasis container in order to protect him from harm.

A variation on this device is used by Bashir in order to protect Odo

some three years later; the doctor's purpose is far more benign than that of the original unit. Bashir's device consists of two main parts – a large cylinder in which Odo can comfortably reside in his liquid form, and the main containment unit, in which the transparent cylinder is seated. Two small handles allow Bashir to transport the cylinder and gently lower it into the opened square unit, which is constructed of a polished metallic alloy in keeping with the design of **Starfleet** medical equipment.

Standalone unit

The main containment chamber is a standalone unit that has its own internal power source: its active status is indicated by a number of different diodes within the large raised black panel on the box's front and some smaller red circular diodes in the thick lid. The lid is opened via a small control panel on the upper left side, this instantly releases a seal and swing upward until it locks into place at 90 degrees to where the cylinder is



Due to the complex locking mechanism on the top of the stasis box, Dr. Bashir finds it impossible to gain entry and free his imprisoned friend, the Changeling Odo.



Such complex locks are no trouble to DEEP SPACE NINE's resident lockpick Quark. Using a laser cutter and a little bit of luck, he manages to open the stasis box.



T'Kar threatens Odo's safety with his disruptor to force Bashir to obey him.

lowered. This allows easy access to the interior of the container, and as soon as the cylinder containing Odo is in place, the lid is immediately closed to provide maximum protection for the shapeshifter inside. The stasis box does not require constant external monitoring, and has a series of small white flashing indicator bars to the left of the main black indicator screen on the front of the box. Directly below this, a wide touch-sensitive control panel angles inward to form a seal with the lid at the top of the box's front elevation.



The older version of Odo from the planet Gaia confronts Kira Nerys. This version of the shapeshifter was protected from the quantum fluctuations surrounding the planet by Bashir's Starfleet version of the stasis chamber.



In order to protect Odo from the harmful quantum fluctuations the U.S.S. Defiant must pass through, Dr. Bashir creates a Starfleet version of Verad's stasis box. This enables Odo to remain protected in his liquid state.



STAR TREK V: THE FINAL FRONTIER Index

Part 2 The crew of the recently-refit *U.S.S. Enterprise NCC-1701-A* are taken hostage by a mysterious Vulcan on a quest to find God. The Vulcan is revealed to be Sybok, Spock's half-brother, and he announces his plans to take the *Enterprise* through the previously impassible Great Barrier, endangering the lives of everyone on board the ship.

KLINGONS



Klaa

File 48 Card 23

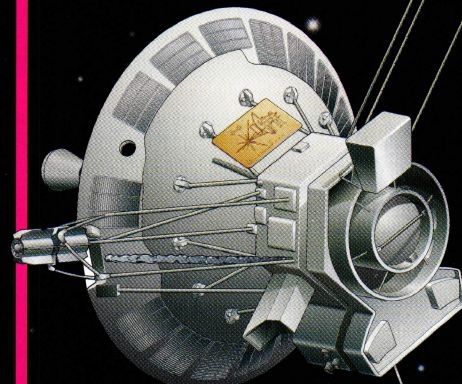


Vixis

File 48 Card 23

PIONEER 10

▼ **PIONEER 10** was the first man-made object to leave the Sol system. It was launched in 1972 by NASA to study the planets Jupiter and Saturn.

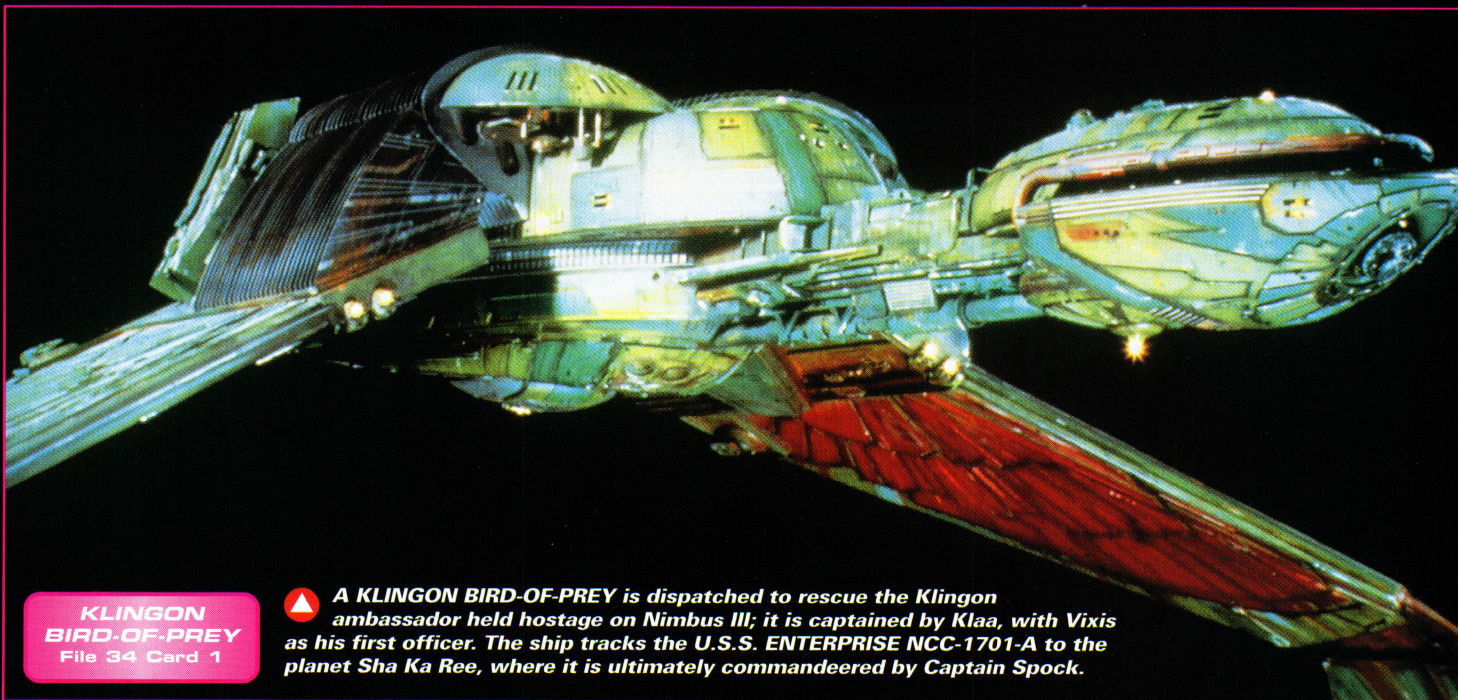


▶ **PIONEER 10** is destroyed by the Klingon Klaa as target practice.



PIONEER 10
File 33 Card 5B

KLINGON BIRD-OF-PREY



**KLINGON
BIRD-OF-PREY**
File 34 Card 1

▲ A **KLINGON BIRD-OF-PREY** is dispatched to rescue the Klingon ambassador held hostage on Nimbus III; it is captained by Klaa, with Vixis as his first officer. The ship tracks the *U.S.S. ENTERPRISE NCC-1701-A* to the planet Sha Ka Ree, where it is ultimately commandeered by Captain Spock.





STAR TREK V: THE FINAL FRONTIER Index Part 2

NIMBUS III



Nimbus III
File 4
Card 6

▲ Nimbus III is an inhospitable, barren Class-M planet in the Neutral Zone, targeted for a peace initiative. The natives have difficulty with farming and hydration.

PARADISE CITY

▼ Paradise City is the result of a combined Romulan-, Klingon-, and Federation-sponsored peace initiative. After 20 years, it is still a failure. The city has only basic technology, enabling Sybok and his followers to take it with ease.



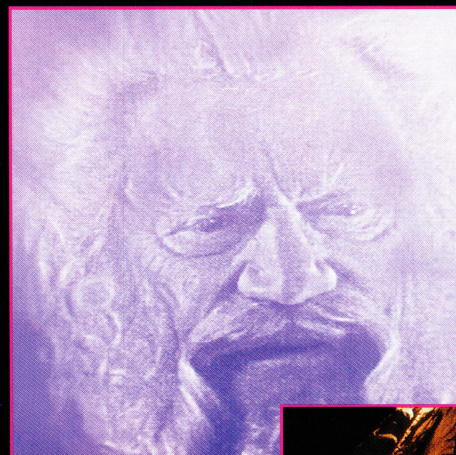
GREAT BARRIER

▼ The Great Barrier is the vast energy field surrounding the center of the Milky Way Galaxy. It is rumored to be impenetrable, but this is disproved by the ENTERPRISE's journey in 2287.

The Great
Barrier
File 5
Card 13



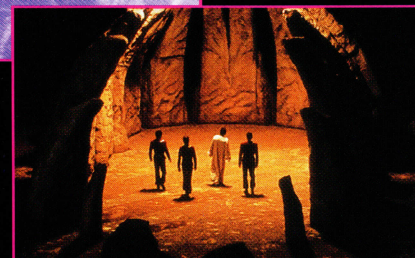
'GOD' AND SHA KA REE



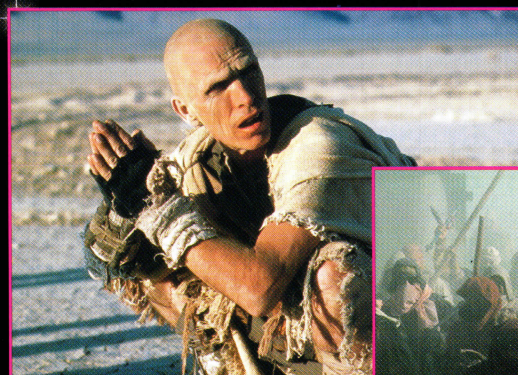
Sha Ka Ree
File 18
Card 163

▲ On the mythical planet of Sha Ka Ree, a malevolent entity wishes to escape its prison. In order to do so, it needs the STARSHIP ENTERPRISE and her willing crew.

▼ Spock, Kirk, Bones, and Sybok approach the false God.



SYBOK'S FOLLOWERS



▶ J'Onn, a toothless follower of Sybok, is the first disciple to be converted by the religious leader; Sybok dispels his inner pain. Together with Sybok's other followers, J'Onn goes on to try to find the mythical planet of Sha Ka Ree.



▶ Sybok and his religious followers attempt to take the Paradise City settlement in order to get a starship to respond to distress calls. Sybok manages to convert many of the Nimbus III natives with promises of meeting God.

STAR TREK V:
THE FINAL
FRONTIER FILES

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K update

Kinbori

Humanoid species. Thirteen Kinbori representatives and seven crew members from the **U.S.S. Voyager NCC-74656** exchanged blows after a Kinbori game at the **Markonian Outpost** got out of hand. (*Starship Log: 'Survival Instinct' [VOY]*) **SEE FILES 42, 71**

Kipp

Humanoid merchant from the planet **Velos**. Kipp gave **Gar** 3000 induction units on consignment, based on the recommendation of another businessman. As Kipp was never paid, he was happy to help **Captain Janeway** track down Gar. (*Starship Log: 'Critical Care' [VOY]*) **SEE FILES 58, 71**



▲ **Kira left her injured father to take part in a rebel raid, as she could not bear to watch him die.**

Kira Taban

Kira Nerys's father. Taban raised his children, **Pohl**, **Reon**, and **Nerys** as a single parent after his wife, **Meru**, was taken by **Cardassians**. Nerys loved her father, but could not bear to be at his side as he died from Cardassian-inflicted wounds. (*Starship Log: 'Wrongs Darker than Death or Night' [DS9]*) **SEE FILES 10, 47, 70**

Klavek

Revered **Klingon** teacher. **B'Elanna Torres** compared her return from the **Barge of the Dead** to **Kahless's** experiences, which were documented in the '**Eleventh Tome of Klavek**', in the holy '**paq'batlh**.' (*Starship Log: 'Barge of the Dead' [VOY]*) **SEE FILES 11, 43, 71**

Klingon bloodwine

SEE bloodwine

Klingon martial arts program

Holodeck program available on the **U.S.S. Voyager NCC-74656**. It is similar to **Worf's** Klingon calisthenics program. **Tom Paris** raved about **bat'leth** combat, but **B'Elanna Torres** preferred activities other than disemboweling monsters. (*Starship Log: 'Distant Origin' [VOY]*) **SEE FILES 11, 29, 43, 71**

Klingon martini

Cocktail consisting of vermouth, gin, and a dash of **bloodwine**. It was served in the **Quantum café** at **Starfleet Headquarters**, and was duplicated in the **Species 8472 Terrasphere 8**. (*Starship Log: 'In the Flesh' [VOY]*) **SEE FILES 11, 40, 71**

Klingon Mourning Chant

After the **Klingon Death Ritual**, the Klingon Mourning Chant commences: "Only Qo'nos endures. All we can hope for is a glorious death. Only Qo'nos endures. In death there is victory and honor." (*Starship Log: 'Tears of the Prophets' [DS9]*) **SEE FILES 11, 70**



▲ **Klingon martial arts techniques have many similarities to human versions. Lt. Worf designed his workout program around human calisthenics, a full body workout of controlled breathing and movement.**

Kmada

This **Delta Quadrant** civilization interacted with the **silver blood** duplicate of the **U.S.S. Voyager NCC-74656**. The Kmada used **theta radiation** during a failed effort to disable *Voyager's* life support. (*Starship Log: 'Course: Oblivion' [VOY]*) **SEE FILE 71**

Knife of Kirom

SEE Kirom, Knife of

Kobheerian freighter

Merchant vessel seen in both **Federation** and **Cardassian** space. **Benjamin Sisko** borrowed the image of an actual *Kobheerian* freighter, the **Rak-Minunis**, and her captain, **Viterian**, to fool Cardassian sensors. (*Starship Log: 'Second Skin' [DS9]*) **SEE FILES 40, 70**

kolar beast

Animal native to the planet **Qo'noS**. (*Starship Log: Star Trek: Insurrection*) **SEE FILE 80**

Kolhari

Delta Quadrant group encountered by the **U.S.S. Voyager NCC-74656**. The Kolhari's use of **tetrium power cells**, and **Chakotay's** desire to establish diplomatic relations, fueled paranoia in **Seven of Nine** via her **cortical processor**. (*Starship Log: 'The Voyager Conspiracy' [VOY]*) **SEE FILES 18, 71**

Koraga

Klingon ship under **Worf's** command. In 2375, it was destroyed by **Dominion fighters**, and only six *Koraga* escape pods were retrieved. **Ezri Dax** found Worf's pod in the **Badlands**. (*Starship Log: 'Penumbra' [DS9]*) **SEE FILES 34, 43, 70**

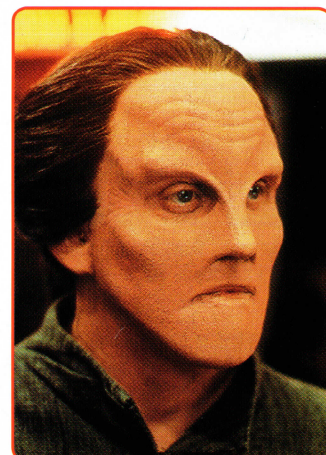
Koralis III

Third planet in the **Koralis system**. By 2375, all that remained of Koralis III's mining facilities was an **orbital tether**. **Kira** suggested that **Laas** wait for **Odo** on this deserted planet. (*Starship Log: 'Chimera' [DS9]*) **SEE FILES 3, 54, 70**

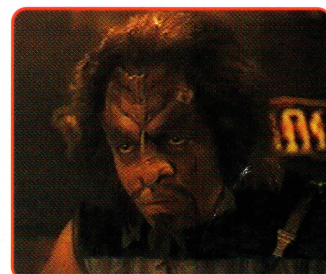
Kornan

Klingon warrior, son of **Shovak**. A disheartened Kornan worked at tactical on the **I.K.S. Rotarran** in 2373, and expected the worst when **Martok** took command. A successful mission restored Kornan's warrior spirit. (*Starship Log: 'Soldiers of the Empire' [DS9]*) **SEE FILES 34, 70**

Kinbori
Kipp
Kira Taban
Klavek
Klingon bloodwine
Klingon martial arts program
Klingon martini
Klingon Mourning Chant
Kmada
Knife of Kirom
Kobheerian freighter
kolar beast
Kolhari
Koraga
Koralis III
Kornan
Korok, General
Kortar
Koru, Prelate
Kos'Kari
Koval, Chairman
Kradin
Kradly Beast
Kraylor
Krowtonan guard
Ktarian pudding
Kumagawa, Rose
Kurros
Kylerian goat's milk



▲ **Koralis III was suggested as a rendezvous location for Laas and his fellow Changeling, Odo, by Odo's lover, Kira Nerys.**



▲ **Kornan's morale was at rock-bottom when General Martok took command of the vessel on which he served.**



Korok, General

Klingon who was assimilated by the **Borg**. Korok helped lead the **Unimatrix Zero** dream reality's **drone** rebellion of 2377, with help from **Seven of Nine** and the **U.S.S. Voyager NCC-74656** crew. (Starship Log: 'Unimatrix Zero' [VOY]) **SEE FILES 16, 71**

Kortar

Name of the mythical captain of the **Klingon Barge of the Dead**. Kortar was forced to ferry dishonored Klingon souls to **Gre'thor** for eternity, as punishment for killing the gods who created him. (Starship Log: 'Barge of the Dead' [VOY]) **SEE FILES 11, 71**



Koru, Prelate

Leader of the **Qomar Planetary Alliance**. Koru was eager to witness a recital of the **Doctor's** algorithmic expressions on **U.S.S. Voyager NCC-74656**, and then invited him to the Qomar homeworld. (Starship Log: 'Virtuoso' [VOY]) **SEE FILES 18, 71**

Like all members of his race, Prelate Koru was short of stature and contemptuous of other races.

Kos'Karrii

Mythical **Klingon** demons surrounding the **Barge of the Dead**, who try to capture souls by imitating familiar voices and images. On first glance, **Miral** thought her daughter **B'Elanna Torres** was a **Kos'Karrii**. (Starship Log: 'Barge of the Dead' [VOY]) **SEE FILES 11, 71**



Klingon religion contains a wealth of life-after-death myths, including the existence of the **Kos'Karrii**, which manifest as wisps of energy.

Koval, Chairman

In 2375, Koval, as chairman of the **Romulan Tal Shiar**, was in line for a seat on the **Continuing Committee**. **Dr. Bashir** realized that Koval was providing information to **Section 31**. (Starship Log: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILES 12, 49, 70**



Koval appeared to be a loyal Romulan, but was in fact mixed up in an anti-Dominion plot that included the shadowy Starfleet department **Section 31**.

Kradin

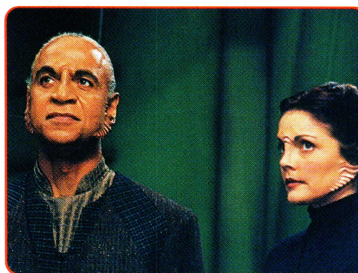
Delta Quadrant civilization at war with the **Vori**. The Vori referred to the Kradin as "Nemesis" and "**Krady Beasts**." The Kradin ambassador helped rescue **Chakotay** from Vori conscription. (Starship Log: 'Nemesis' [VOY]) **SEE FILES 18, 71**

The Kradin are fear-some looking creatures, but are by no means the sadists they are made out to be by the Vori. They helped the **U.S.S. VOYAGER** crew to retrieve the brainwashed **Chakotay**.



Krady Beast

SEE Kradin



The Kraylor of the **Delta Quadrant** are a basically humanoid race whose members can be identified by their distinctive and rather elaborate ear lobes.

Kraylor

Technologically advanced humanoids involved in a long-term conflict with the **Annari**. In 2377, **Harry Kim** was tricked into helping deliver a **Kraylor Vessel** with prototype cloaking technology past enemy lines. (Starship Log: 'Nightengale' [VOY]) **SEE FILES 18, 40, 71**

Krowtonan Guard

This technologically advanced group attacked the **U.S.S. Equinox NCC-72381** when the **Federation** ship violated their territory during its first week in the **Delta Quadrant**. **Captain Ransom's** vessel never recovered from the attack. (Starship Log: 'Equinox', Part 1 [VOY]) **SEE FILES 31, 71**

Ktarian pudding

Unique dessert created by the **Ktarians**, the civilization that makes **Counsellor Troi's** favorite chocolate treat. This confection, which is specifically formulated to vanish in the mouth, overwhelmed the **Kadi** monk **Tomin**. (Starship Log: 'Someone to Watch Over Me' [VOY]) **SEE FILES 18, 43, 58, 71**

Kumagawa, Rose

A member of the **Ares IV** ground crew, along with **Andrei Novakovich**, during the 2032 Mars survey. Kumagawa was drilling through a lava plain when the orbiting command module was hit by a **graviton ellipse**. (Starship Log: 'One Small Step' [VOY]) **SEE FILES 33, 71**

Kurros

This humanoid male made deals and collected payment for the 'think tank.' Kurros was sold to the group as a child in exchange for saving his world. He tried to recruit **Seven of Nine**. (Starship Log: 'Think Tank' [VOY]) **SEE FILES 40, 58, 71**

Kurros was the most humanoid member of the eclectic 'think tank' group.



Kylerian goat's milk

Q suggested that **Captain Janeway** should drink warm Kylerian goat's milk to help her sleep. (Starship Log: 'Death Wish' [VOY]) **SEE FILE 71**